



THE VIDEO GAME GENERATIONS NEWSLETTER

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Issue #37 – January 29, 2026

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The snow on my back deck has melted off quite a bit.

Loading Screen

It's getting cold here in Kansas.

A better inhospitable environment to use as a metaphor for this week's theme might have been some vast frozen wasteland rather than a fiery hellish one. We just had a snowstorm here (as did much of the country), but as I write this, I think we're through the worst of it.

This issue's main feature is *Gaming Outside My Comfort Zone* (starting on page 4). It's a look at several games I played and enjoyed, even though they're not my typical go-to genres.

Two of this week's three mini-reviews are games I mention in the feature. The third isn't, but I threw it in because maybe mech action games belong on the list of what's outside my comfort zone.



Gaming outside my comfort zone while outside my comfort zone.

Recent Events

XBOX Developer_Direct – January 2026

I was a day late to watch this, and so I ended up mostly just skimming through it.

First up was an extensive look at *Forza Horizon 6*, the next massive driving and racing game from Playground Games. These games are definitely outside my comfort zone, but I can't deny how impossibly realistic this game looks. I have a bit to say about *Forza Horizon 5* in this week's main feature, but since I'm no longer a regular GamePass subscriber, it's not likely I'll end up playing this one.



After that was a look at Pokémon developer Game Freak's upcoming multi-platform game, *Beast of Reincarnation*. This one is decidedly in my wheelhouse – an action game set in a distant future Japan. Is it getting a physical release? That'll be the determining factor on whether I buy it at or soon after launch, or if I wait for a huge discount to justify buying it digitally.



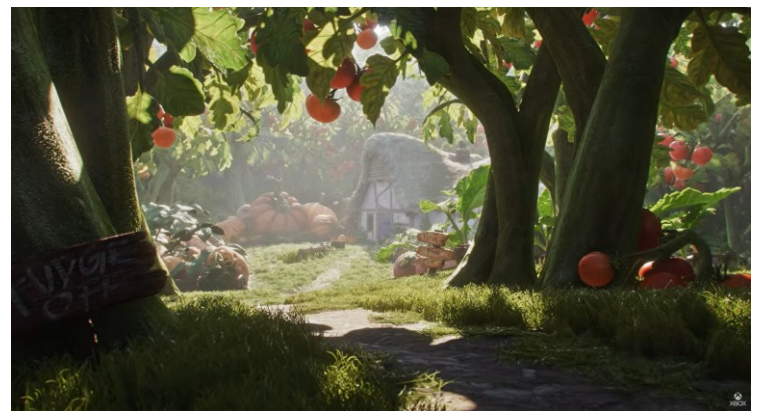
Part of my reason for skimming through the video rather than watching all of it is to avoid spoilers. To me, even just knowing too much about the setting, characters, and gameplay specifics detracts from what I enjoy, which is to discover it all myself and be surprised.

There was way too much of that in this video.

Double Fine's *Kiln* was discussed next. I don't think its inclusion was announced prior to the Direct. It seems like we've heard of this game before, but knowing now that it's (in Tim Schafer's own words) an "online multiplayer pottery party brawler", I have zero interest in it. It looks cute and charming, but no. This is way outside my gaming comfort zone.



Lastly, the second upcoming game from Playground Games was shown, *Fable*. I loved the first two (although I never got around to playing *Fable III*). I really didn't need to see anything about this game to be hyped for it. It's also coming to PS5, but Microsoft is bad about just releasing worthless "key discs".



Source:

<https://www.youtube.com/watch?v=hXn6bvU1Kh4>

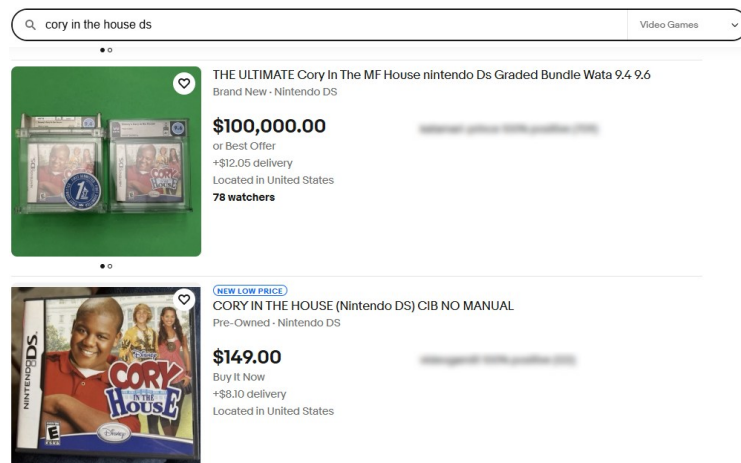
Cory in the House

I've never heard of this seemingly obscure Disney Channel licensed game from the Nintendo DS, nor the show it's based on, but apparently it became a recent short-lived meme in which copies were selling for ridiculous amounts online.

As best I can tell, some kind of meme-fueled campaign to get the game rated higher than *Clair Obscur: Expedition 33* on Metacritic boosted it into the limelight, at least for a while. When I look on eBay now, sellers are asking upwards of \$150 (and as much as \$100k – yes, one hundred thousand dollars) for the game in various forms, from used and incomplete to factory sealed and graded (professional grading – what a scam).

Loose carts with no box or manual seem to run about \$50, with many listings in auction format having quite a few bids.

I have a large DS collection that includes plenty of shovelware licensed tie-ins, but this game isn't among them. When all the fun is over and the bottom drops out of this weird one-off market, I wouldn't expect this game to be worth more than a few dollars. Maybe I'll even pick up a copy then. We'll see.



Sources:

<https://kotaku.com/cory-house-metacritic-clair-obscure-ebay-2000660631>

<https://www.avclub.com/gji-cory-in-the-house-nintendo-ds-meme>

Greedfall: The Dying World is March 26th

I'm not a fan of spiders, the freaky 8-legged pests, but I'm a big fan of Spiders, the development studio behind *Bound By Flame*, *Steel Rising*, *The Technomancer*, *Greedfall*, and a few other games.

Their follow-up to the action-RPG *Greedfall* has dropped the "2" and is apparently now a prequel. I haven't heard anything about this game in a long time, so to stumble on the Amazon listing with a March 26th release date was a pleasant surprise.



No Physical Release for GTA 6?

It's heavily rumored that *Grand Theft Auto 6* won't have a physical release, at least not until weeks or maybe months later. This is apparently in service of avoiding spoilers that might result from physical copies leaking early. If true, I'm not thrilled by this at all.

Prior rumors already suggested the game might retail for more than the current \$69.99 standard. That's already well above my own tolerance for digital downloads. Maybe they're betting on most customers making an exception (because it's GTA) and buying it digitally anyway. If we don't, then spoilers become our problem anyway.

Source:

<https://www.videogameschronicle.com/news/grand-theft-auto-6-may-not-have-a-physical-version-on-day-one-to-avoid-leaks-report-claims/>

PoP: The Sands of Time Remake Cancelled

Ubisoft has cancelled this and several other unidentified games, and delayed a few more.

Source:

<https://www.videogameschronicle.com/news/ubisoft-has-cancelled-6-games-including-the-prince-of-persia-the-sands-of-time-remake/>

Gaming Outside My Comfort Zone

Most gamers, me included, gravitate towards certain genres and certain kinds of games. For some, it's a massively multiplayer online RPG or nothing. Some people buy the biggest sports games each year (*Madden* or the game formerly known as *FIFA*) and they're set.

Even for people who enjoy a variety of games, my hunch is there are genres they simply don't enjoy, or at least aren't interested in. It's certainly true for me.

I like RPGs (real-time and turn-based both), action games (*Bayonetta*, *Devil May Cry*), platformers (2D and 3D alike), action adventures (*Uncharted*, *God of War*), first-person environmental puzzle games (*Portal*, *The Talos Principle*), point-and-click adventures (*Monkey Island*, *Broken Sword*), Metroidvanias, *Souls*-likes, and probably several other genres I'm not even thinking of.

I tend to avoid all sports games, roguelikes, competitive multiplayer, real-time strategy games (and turn-based strategy, for that matter, unless it leans more into RPG territory), pure puzzle games, side-scrolling beat-em-ups, shmups, one-on-one fighting games, sims, and (again) probably several other genres I'm not even thinking of.

When I think about *why* I enjoy some genres of games and not others, it comes down to a few factors:

1. I like games that provide a world you can wander around in and explore.
2. I enjoy games for their stories. I'm less interested in gaming just for high scores or to win a match.
3. I don't like starting over, losing progress, or playing a game over and over.

I don't remember what made me think of this topic, but it's not uncommon for gamers to talk about the games inside – and outside – their comfort zone. I thought it might be fun to write about mine – some of the games I played and enjoyed despite not generally liking the game's particular genre, gameplay, or style.

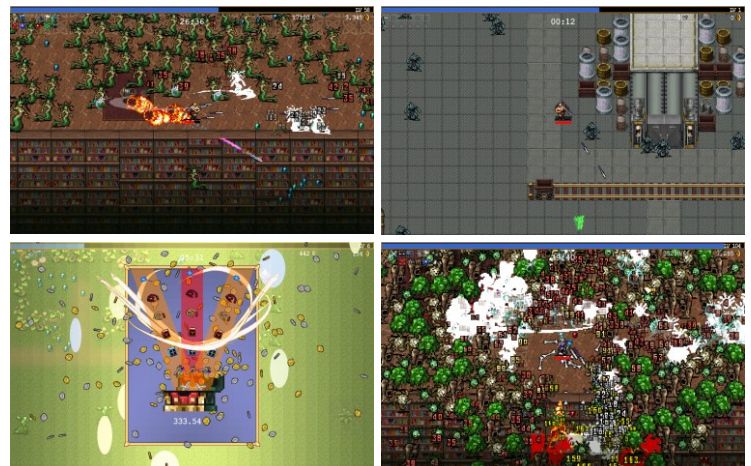
Vampire Survivors

I guess there's nothing necessarily outside my comfort zone when it comes to this game, making it an iffy choice to get started, but it's not a game I'd have played without all the positive chatter about it. There's no story (at least, I don't remember there being one), you don't really explore, you do start over a lot, and the gameplay is as simple as it gets.

The fans weren't wrong, though. It's incredibly fun and addictive. Yes, you just move around picking up power-ups and new weapons that auto-fire, trying to stay alive until you're powerful enough that even massive hordes of enemies that blanket the screen can't reach you, but the progression of unlocking new characters, items, and levels kept me playing until I had every Xbox achievement for it.

It's very cheap, and is (or was) on GamePass.

My mini-review of *Vampire Survivors* can be found in VGGN [issue #24 page 28](#).



Forza Horizon 5

Xbox changed something, or else mine is just broken, but all the screenshots I took for *FH5* are just gone. I think it's because they were auto-uploaded to the cloud, and then policies changed and they began to expire.

Since then, even when I turned off automatic cloud uploads, my console would only keep around 25 to 30 screenshots locally before deleting older ones. That's a big problem for a serial screenshotter like me.

As a result, I don't have any *Forza Horizon 5* captures of my own, and since I no longer subscribe to GamePass, I'll just have to grab a few from elsewhere on the internet. I'll have to do that anyway for most of the other games I'll be writing about in this issue.



I played this for several hours and thoroughly enjoyed it. There were a series of challenges and events that seemed like a good target to consider as "finishing" the game, but I must have gotten sidetracked and never went back.

The two things I remember most are the ability to rewind a race (which I used extensively any time I missed or turn or made a mistake), and user-created races that were kind of absurd.

I remember one that was almost like a platforming game, but with your car. It wasn't necessarily fun, but it was interesting to see something like that in a realistic driving game.

This is probably the only driving/racing game I've ever really played and enjoyed.



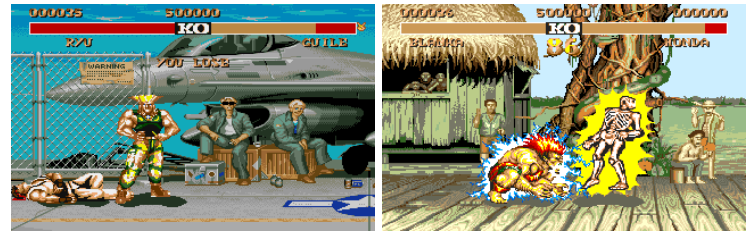
Street Fighter 2

I've never understood one-on-one fighting games. To me, you just mash buttons and hope something good happens.

When I think more about it, though, it seems like just a more focused version of melee combat in an action game. You have button combos to pull off certain moves, and success comes from mastering those moves. It seems like something I *would* enjoy if I ever tried, but I just haven't tried.

The exception was a year or two in college, when my friends and I would go watch a movie in a town thirty or so miles away. There was a *Street Fighter 2* arcade cabinet (among others – I fondly remember *Xybots*) where I'd put down my quarter and then pick Guile every time.

I wasn't good at it, but I had fun.



Ogre Battle 64

This one probably isn't too far outside my comfort zone, since it's a strategy RPG. At the time, though, I don't think I'd played a game of that type at all. I enjoyed traditional turn-based JRPGs, but the tactics involved here took time for me to figure out.

I remember really enjoying it, but that's about all I can remember. I still haven't played many strategy RPGs, and I'm less drawn to those top-down isometric views, but I'd play more.



Dead Cells

I really don't like roguelikes (or rogue-lites, if you prefer). Playing through a game only to lose all that progress and start over just isn't for me. It's the same reason I haven't really invested time in classic arcade games (with rare exceptions) since I was a kid.

This is the first of two exceptions; rougelikes I played and actually ended up enjoying.

Here's what I posted to Twitter at the time, before and during my playthrough:

"So *Dead Cells* is out, and I hear it's a must-play. I have it, but I'm 40 hours into *Octopath Traveler* and that looks to be about 1/2 of each character's story need to grind before their Chapter 3. Plus We Happy Few is Friday. Should I start *Dead Cells* too, or wait? Argh!!!!"

08/07/2018

"*Dead Cells* would be a great game if it was a Metroidvania or even a *Souls*-like instead of a roguelike. So tired of losing everything, starting over, and making very little progress towards permanent upgrades each run. It's addictive, but it's a beating. Nearly beat clock tower..."

08/21/2018

"Occurs to me that if *Dead Cells* on PS4 saves when you exit like on Switch, I'd have already finished it. I'd just copy my save. Got to last boss (finally) last night on Switch, and got destroyed. That's its problem. Not the difficulty, but a two-hour grind to try the boss again."

08/26/2018

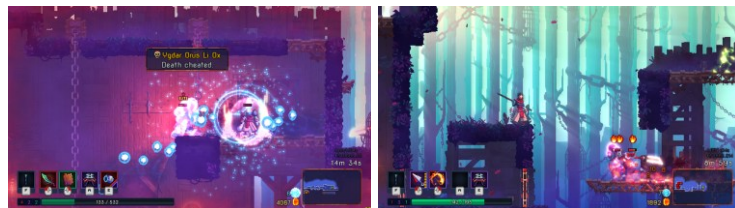
"3 ways to beat the last boss in *Dead Cells*: 1. Be an incredible gamer with lightning-fast reflexes. 2. Be a really good gamer with great luck and the very best item drops. 3. Be a fairly good but persistent gamer willing to grind for +Stat upgrades. I may have to give up soon."

08/29/2018

And then my wrap-up after I finished:

"Addictive, highly challenging 2D side-scrolling beat-em-up rouge-lite. Eventually, a single run can be done in about an hour, with permanent upgrades, ++level items, and familiarity. VERY hard final boss, and you start over each time you die. Also, it should be noted that the outcry about frame rate issues in the Switch version are drastically overblown. The game plays perfectly, except for rare instances where it skips for a split second, usually when I would smash down through a breakable floor. Was never a problem."

08/30/2018



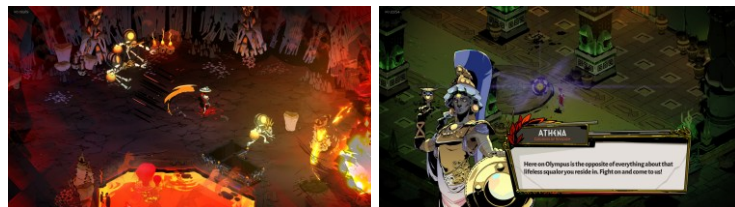
Hades

The other rogue-lite I enjoyed was *Hades*, although I only "finished" it once (and unless I'm misremembering, even that was only possible by exiting the game so I could back up my save to the cloud and get it back again when I died at the last boss).

The true ending happens only after you finish it ten times, which I had no desire to do.

Credit to my oldest daughter, though. After several years of casually working her way through it off and on, she did escape ten times to get the true ending, and presumably without save-scumming to do it. I'm so proud.

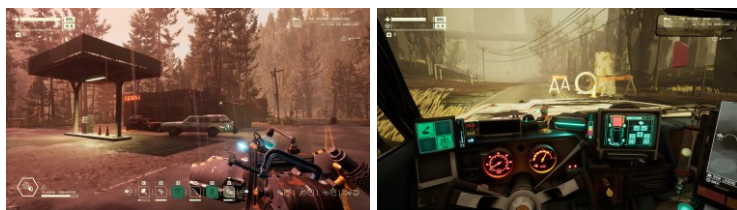
My mini-review of *Hades* can be found in VGGN [issue #21 page 27](#). *Hades II* is supposed to be great as well, but I haven't felt inclined to try it out.



Pacific Drive

I played this before I even realized it wasn't my usual sort of game. I thought it was going to be an RPG where you explore and upgrade and have quests and such. That's the narrative I had built up for it in my head, which is my own fault because I try to avoid knowing too much about a game before I play it. Usually, though, I'm not so far off on what type of game it is.

In this case, it's a run-based survival and crafting game. Once it clicked, I really enjoyed it. My mini-review appears later in this issue.



Fallout Shelter

Around (or at) the same time *Fallout 4* was revealed at E3 2015, this base-building resource management sim came out for iPhone as a shadow drop. Since *Fallout 3* is my favorite game of all time (where the heck is the remake?), and since it was free, I had to give it a try (although I've not had that same urge with *Fallout 76*).

It's probably another case where I didn't fully understand what kind of game it was ahead of time. I enjoyed it for a few days and moved on, but I do think about it once in a while.

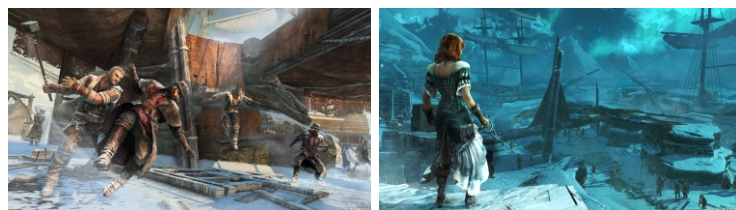
At this point, it's on a variety of platforms and has gone through several updates (I think).



Assassin's Creed (Multiplayer)

Several of the early *Assassin's Creed* games had multiplayer, starting with *Brotherhood*. I don't remember which one I became obsessed with for a few days.

It might have been *Assassin's Creed III*, because my game play log makes note of getting the multiplayer achievements. I remember there being two or three different modes, with the main gimmick being that you were assigned a target (and/or were yourself a target) and the idea was to figure out which of the many characters roaming around weren't actually NPCs (while convincingly pretending to be an NPC yourself). It was super fun.



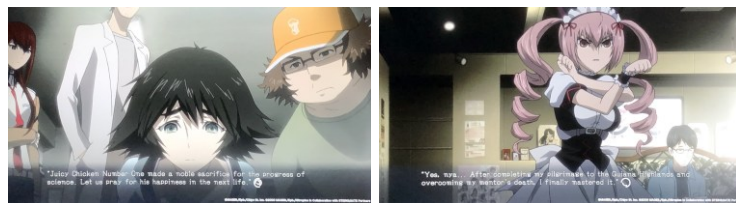
Mass Effect 3 (Multiplayer)

I put less time into this than the *Assassin's Creed* multiplayer, but I do remember it being pretty fun. It was more of a horde mode (or a "defeat waves of enemies while working as a team" mode), not the player-vs-player that's generally something I don't enjoy.



Steins;Gate Elite and Steins;Gate 0

I'm not normally drawn to visual novels, but I heard such great things about *Steins;Gate*, I had to try it. That first game was *fantastic* (see my mini-review in VGGN [issue #7 page 23](#)). I was less enamored by the sequel, *Steins;Gate 0*, and my mini-review is later in this issue.



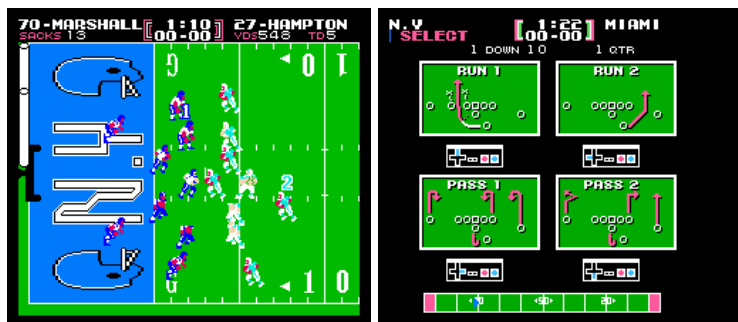
Tecmo Bowl

I've never been very interested in sports; not playing sports, not watching sports, not talking about sports teams, not drafting a team for some fantasy critic league, and certainly not playing sports video games.

Sometimes it's inescapable; I was in the high school and college marching bands (I was the skinniest tuba/sousaphone player ever), so I saw plenty of Friday night football games.

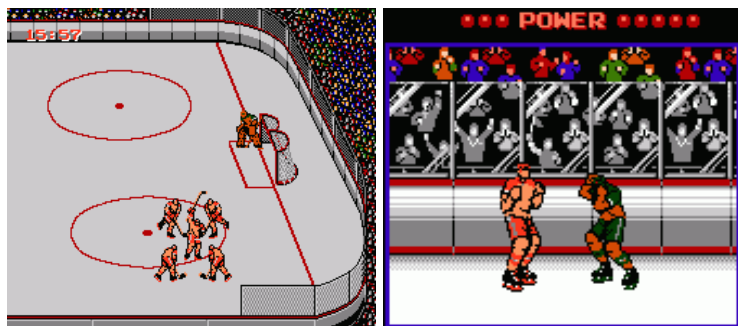
Tecmo Bowl is the first of three exceptions to my "no sports" rule. All of them are from my college days, although at different phases.

My first year, in the dorms, I played a *lot* of *Tecmo Bowl* on NES with friends. I even got pretty good at it, and *wanted* to play. I remember having a favorite go-to team, but I no longer remember which team it was. The Bears? The Dolphins? I don't remember.



Blades of Steel

This was a favorite among my friends the following year, when I moved into a house with three other guys from band. I remember the highly compressed and digitized "Blades of Steel" spoken at the title screen, a few other digitized phrases, and the fighting mini-game, but not much else. This might be the only game out of the three on this list that I wasn't great at.



Super Spike V'Ball

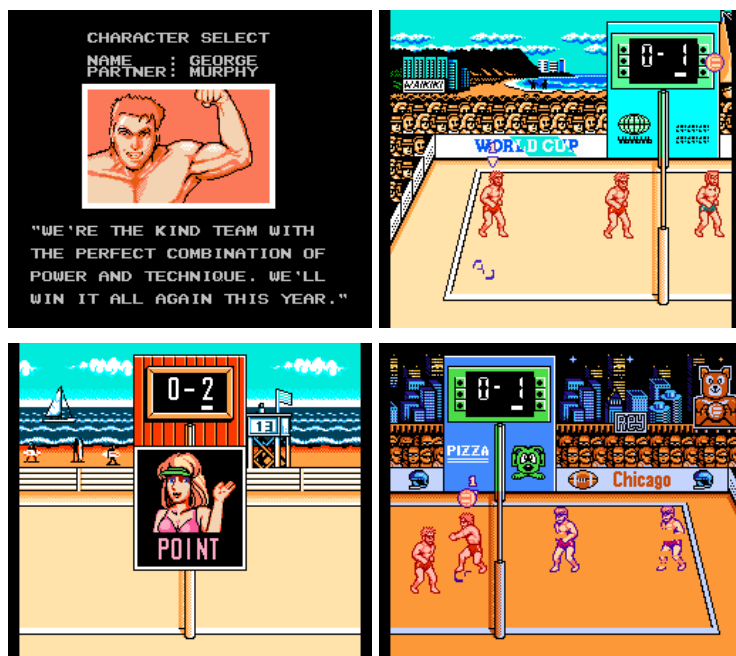
If I'm not counting *Mike Tyson's Punch-Out*, which I played *before* I went off to college, this is the only other sports game I enjoyed.

Incidentally, I think I beat *Punch-Out*. I know it's notoriously hard and *nobody* beat it back then on original hardware, but I swear I did. I think I did. I'm sure of it. I think.

Maybe it was explained in the manual that none of us read, but I was the first of my friends to figure out how to pull off a super spike. You basically jump and sort of catch the ball in your arm, and mash one of the buttons to build up power, and then BAM. This probably frustrated a lot of them until they started figuring it out as well.

The only sport I ever played, besides a short-lived and ill-advised attempt at baseball when I was in middle school, was volleyball. It was just for fun, and only for a few months or a year in college, where there were sand courts on campus and later at a park in a nearby town where I moved. I think it was this NES game that got me interested to begin with. I got really good at it. I was jump-serving like a madman, spiking, blocking, all of it.

Does pool (billiards) count as a sport? I was really into that as well, in college, and got pretty good at it too. If golf is a sport, pool should count too.



Various SHMUPS

In case you've heard the term but never knew what it meant, SHMUP is a portmanteau for "shoot 'em up." These are typically scrolling shooters (either vertical or horizontal) and can often lean into "bullet hell" territory.

I've always *wanted* to like these games, and I've played a few to various points of competition. I did finish both *Abadox* and *Life Force* on the NES. I played a lot of *Tiger-Heli* before that, with its very memorable short intro tune, but it seems like a game that just goes on forever and starts repeating.

I beat *R-Type DX* on the GBC. That was fun (and challenging). I was smitten with *Raiden* at some arcade or a local shop, but I wasted too many quarters and never got far.

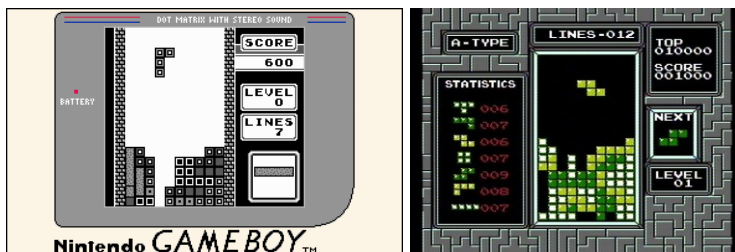


Tetris

Okay, but hear me out. Yes, *everybody* likes *Tetris*. It's not outside *anybody's* comfort zone, but I've never given much thought to any *other* arcade puzzle/action game since then.

At the time, I also wouldn't have guessed it would be so fun and addictive. I played my copy on GameBoy obsessively, and enjoyed both the official Nintendo version and the (arguably superior) Tengen version on NES.

Tetris still continues to thrive and evolve.



Here's one of two knock-off versions I made, playable online now via a DOS emulator:

<https://prowler-pro.com/dosgames/fourtris.html>

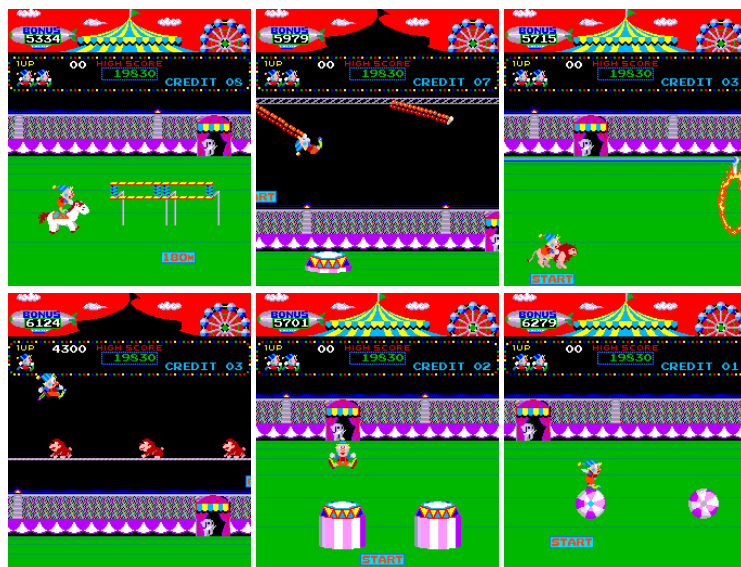
Circus Charlie

I never played this in an arcade or on the NES. I had never even heard of it before stumbling across it as part of *Konami Arcade Classics* collections on PlayStation 1 and Nintendo DS.

Somehow, I was mesmerized by this game and its distinct series of tough and varied levels. I was so fascinated, in fact, that I challenged myself to play until I was able to finish all six levels (which then repeat and get a little tougher). After accomplishing that, my second goal was to break the 100,000 points barrier. After I managed that, I called it quits.

I wouldn't be able to do it now. This was back in 2009; all that muscle memory is likely long gone, and I've forgotten the patterns of the tightrope monkeys you jump over, or the lion and the fire hoops, or the trapeze, or the horse, or balancing on and jumping between balls, or how the trampoline level worked.

It's a game I played off and on for several months, usually in bed at night on the DS. My notes also say I did some practice on the PS1 version; maybe it let you select specific levels or something, but I forget. Anyway, this was a fun game to play and master. I recommend it.



Collection Inspection

Does this feature make it look like I'm trying to sell all this on eBay or something? I hope not.

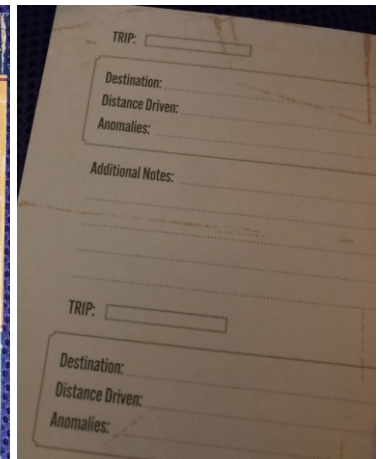
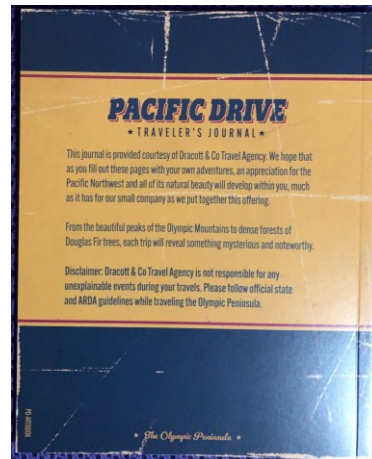
Pacific Drive

Platform: PlayStation 5 / **Edition:** Deluxe Edition

Comments: It's too bad all of this isn't the norm. If this publisher can charge \$40 (yes, only \$40) and give us all this, why do we get nothing but an empty case with a disc (which sometimes doesn't even have the full game on it) for \$70 from other publishers? Don't tell me it's because AAA blah blah development costs blah blah blah. This should be the norm.

This edition came with an outer cardboard sleeve, reversible cover art (I like the blue version), three art cards, and a high-quality "journal" (although to be fair, it's not an art book, just lots of blank novelty pages).

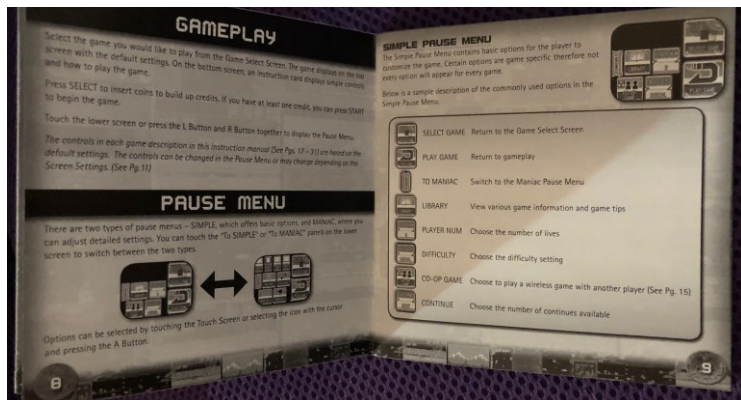
It *doesn't* come with a manual. I miss those. Even *Tetris* on the DS (shown later) came with one (and it had lots of pages), and everybody already knows how to play *Tetris*. I can't remember the last time I saw an honest to goodness new video game manual. I guess they're a relic of the past, sadly. I get that instructions are all in-game now, but they sure were a nice bonus.



Konami Classics Series – Arcade Hits

Platform: Nintendo DS / **Edition:** Standard

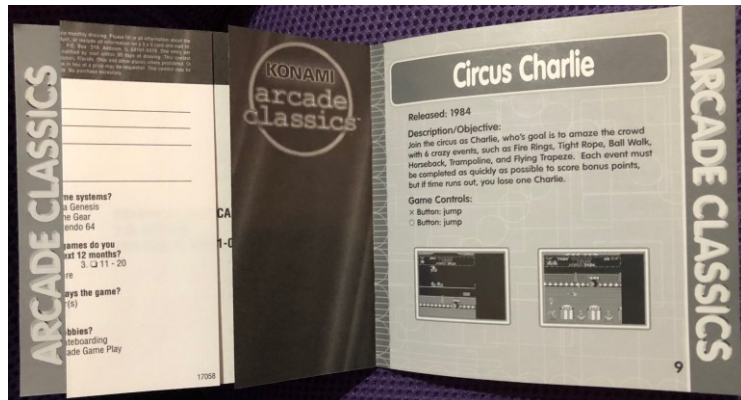
Comments: Among the 15 arcade games included is *Circus Charlie*, my weeks-long obsession that had me playing and practicing until I could (finally) finish all six stages and break the 100,000 point barrier.



Konami Arcade Classics

Platform: PlayStation 1 / **Edition:** Standard

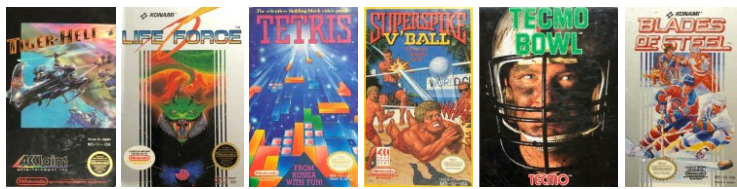
Comments: If there's one constant when it comes to each console generation, it's that publishers will collect their classic arcade games and release them as a new compilation. *Circus Charlie* is on here too.



- (1) *Tiger-Heli*
- (2) *Life Force*
- (3) *Tetris*
- (4) *Super Spike V'Ball*
- (5) *Tecmo Bowl*
- (6) *Blades of Steel*

Platform: Nintendo (NES) / **Edition:** Standard

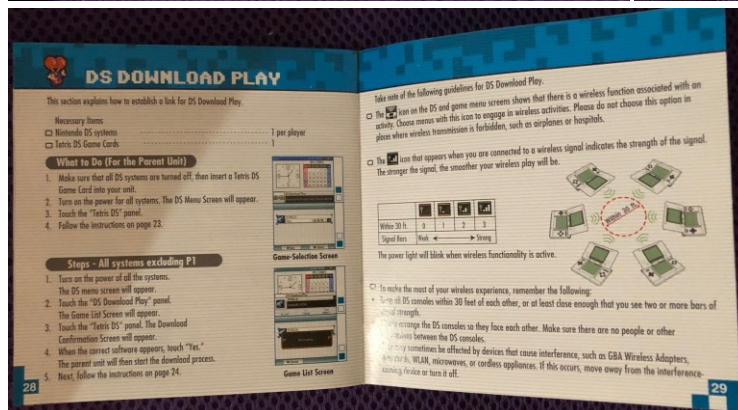
Comments: Three sports games, two shmups, and one classic falling blocks puzzle game; quite a varied line-up. The connecting thread is that none of these are really in my wheelhouse, but I enjoyed all of them back in the day. I'm not sure I actually owned any of these then. I either rented or borrowed from friends.



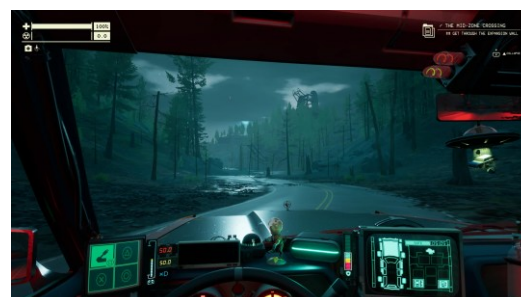
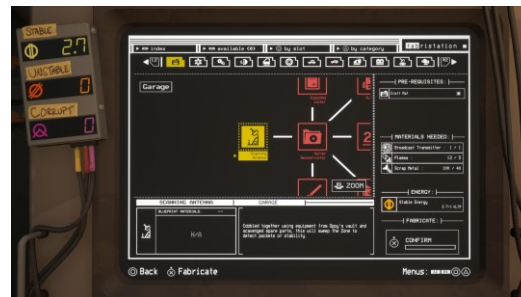
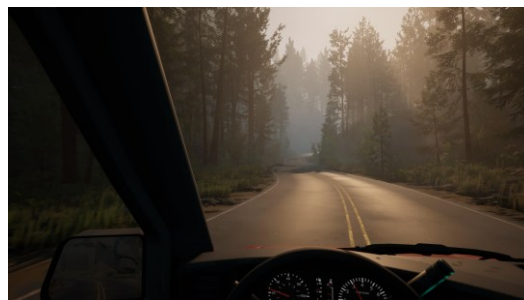
Tetris DS

Platform: Nintendo DS / **Edition:** Standard

Comments: This one has some kind of multi-DS connectivity feature that I never really messed with.



Mini-Review: Pacific Drive



Had I known this was a run-based survival, resource gathering crafting game, I probably would have skipped it. Somehow, I expected an RPG open world driving adventure. It won me over, but it took time.

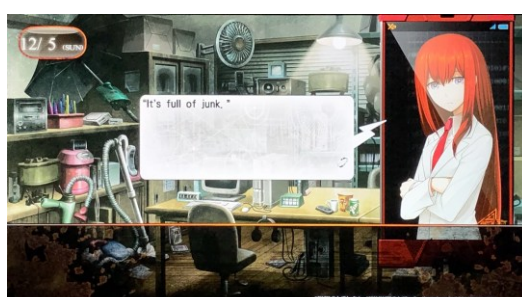
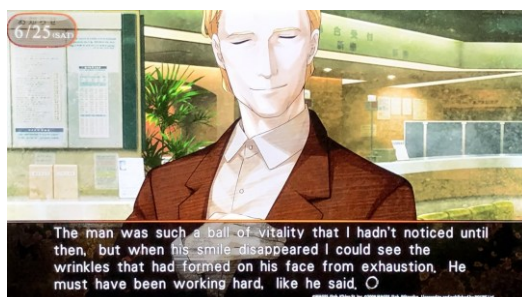
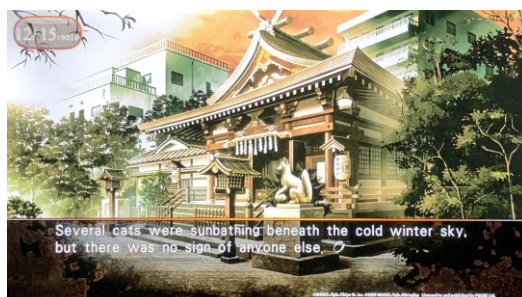
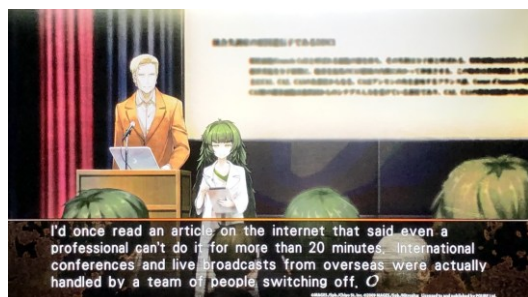
Even in the "easier" early areas, the game throws a multitude of hazards and dangerous road/weather conditions at you, which only get worse as you make runs deeper into the fictional Washington state Olympic Exclusion Zone, where mishandled scientific experiments have messed up the laws of nature.

Thankfully, there are options to turn on some assists (free repairs after a successful run, adaptive triggers off, and more), although the best options are more like cheats (no player damage/death, no car damage) and those disable PSN trophies.

It took a while to click for me, but then I enjoyed it.

*Played on console: PS5.
Originally posted: 06/09/2024.*

Mini-Review: Steins;Gate 0



This is the follow-up to *Steins;Gate*, which was an excellent time-travel visual novel. The first thing I noticed is that the art style is completely different in the sequel. It's more cartoony and less anime. The story (at least to the extent that I saw) continues from one of the original game's alternate timelines.

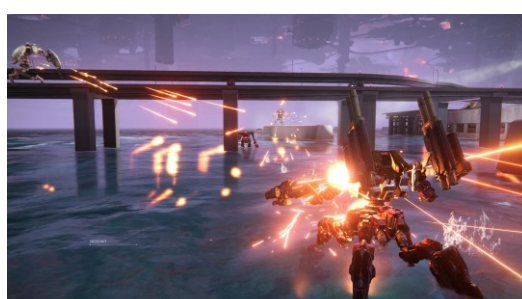
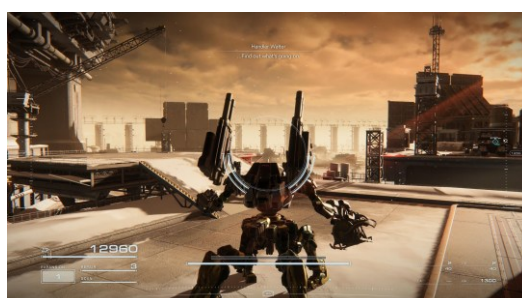
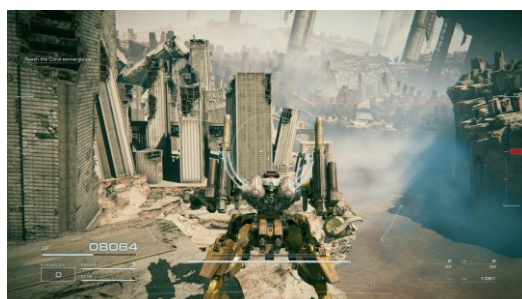
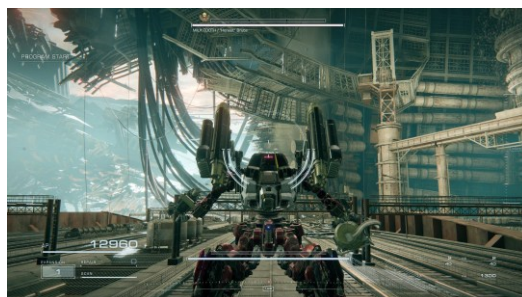
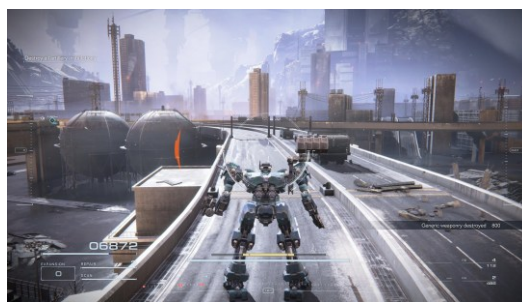
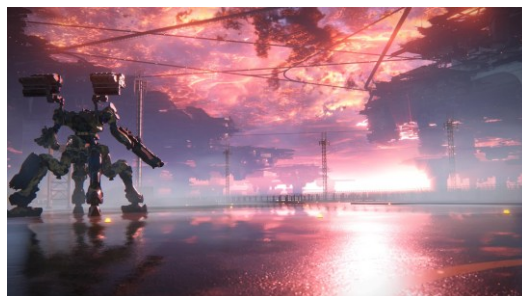
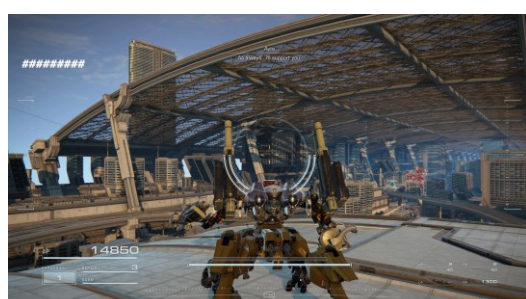
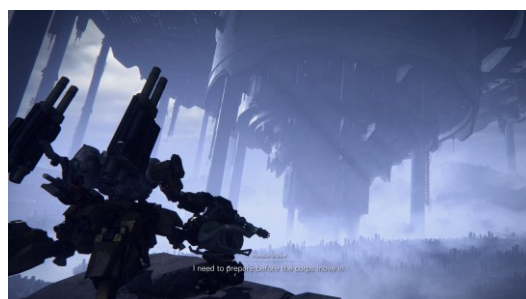
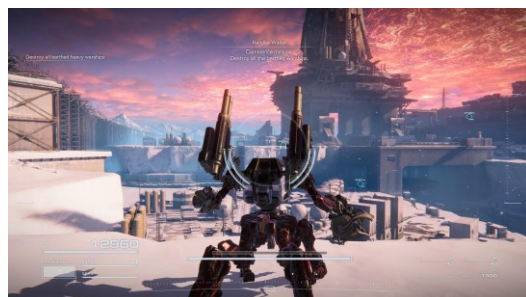
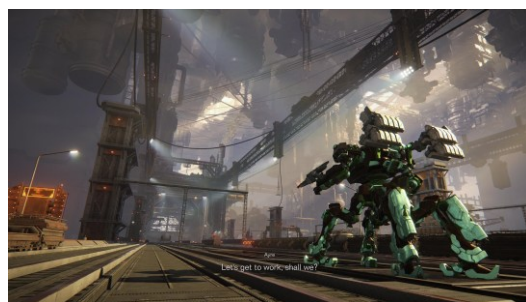
I played for around 15 hours, reaching an unexpected bad/early ending. It's very vague about how decisions and branching paths even work, but I guess it's a bit like the first game and involves answering or ignoring certain phone calls? I could check a guide, but here's the thing. It just wasn't grabbing me to the level that the first game did.

There seems to be more chapters and lots of story to uncover, but I just wasn't as invested.

I'm not really sure I'll be going back for more.

PS4 game played on PS5.
Originally posted: 04/23/2021.

Mini-Review: Armored Core VI



Full Title:

Armored Core VI – Fires of Rubicon

Having never played an *Armored Core*, but having really enjoyed many other From Software games, I took a gamble on this far future mech-based action game. Aside from some inventive, brutally difficult boss battles, it's not very similar to their dark fantasy *Souls* series (nor *Sekiro*, nor *Bloodborne*); just short-ish sequential missions, not a single visible person (just mechs and audio calls), and a focus on buying and combining mech parts.

When you fight a hard boss, you're supposed to take time to reconstruct your mech to meet the challenge. For me, some of them were just unfair rage-inducing hours-long bouts of frustration. I nearly quit at Chapter 4, but the PowerPyx strategy video I found worked.

I've no desire for NG+ or NG++. Sadly I didn't enjoy AC6 much at all.

Played on console: PS5.

Originally posted: 09/04/2023.

The Final Stage

Not the Country I Thought It Was

I usually try to keep my political rants a bit silly, like when I'm lamenting the rise and brazenness of what I like to call the anti-woke chuds; gamers who think every woman in a game needs to be scantily-clad and sexy, or that recognizing the world is full of diverse people is somehow – gasp – a bad thing.

This isn't that, and I realize I'm speaking into a void, but I just want to say *something*. In just one year, right-wing radicals have dismantled almost every bit of social progress we've made over several decades. I say *almost* because segregation isn't back, but I wouldn't be surprised at all if they're scheming up ways to accomplish that as well.

Women's rights took a major hit, even before you-know-who was re-elected, due to his good fortune in appointing three regressive Supreme Court justices during his *first* term.

Now, though, it's just one disaster after another, driven by the inverted logic that it's better to hurt the people you don't like than to help the people you're supposed to.

At the top of it all is a complete fool who surrounds himself with sycophants, picking those same horribly unqualified idiots to lead up some of the most important federal departments. The entire administration has made it clear they're above the law, accountable to nobody, and will continue pushing boundaries until it all collapses.

That's how we've got masked thugs on power trips shooting people, labeling them domestic terrorists, detaining children, vilifying any who rightfully question or push back. We're lied to on a daily basis by officials who think every American is as stupid as the ones who voted for them to begin with. Fascism is here, and worst of all, too many Americans support it.

My Recent Retro Gaming Urge

A few years ago, when I first got a Retron 5, I started adding NES, SNES, and a few Genesis games to my collection. I played through several over a few weeks until I finally moved back to my growing backlog of newer releases.

I think I'm in that same phase now with the Analogue 3D. I wrote up my initial thoughts on it back in [issue #31](#), and my opinion hasn't changed much. There are things that should be added and improved, but it does the job.

Since then, I went a little wild with buying N64 games on eBay. It has gone way beyond where I left off when I first mentioned it. I even went ahead in buying a few of the pricier carts, including both *Goemon* games, *Daikatana*, and a few others. How many of these will I play before my mood changes? We'll see.

After playing *Mega Man 64*, I finally got *The Misadventures of Tron Bonne* and *Mega Man Legends 2* off my backlog (I played the PS1 versions on PS3). I then played *Rocket: Robot on Wheels* until giving up in the final level, and I'm currently working my way slowly through an RPG I never knew existed. It's called *Aidyn Chronicles: The First Mage*. If nothing else, it's ambitious.

I've not found a way to fast travel yet, the music is weird, the world is made up of simple textures on flat surfaces, and combat is becoming repetitive, but for all that, it has a charm that I enjoy (so far).

End Credits

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Images of the physical games in the *Collection Inspection* feature are photos I took of games in my own collection and weren't sourced from the internet.

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